



00001

ANNEX H (MGS GUNNERY SOP)

MGS Gunnery SOP

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Preparatory Crewmember Training

- Fundamentals of safety, maintenance, and communication
 - Safety:
 - Mount/Dismount vehicle
 - Emergency situations
 - Rollover drills
 - Fire evac drills
 - Ammo fire
 - Loss of power, steering, or brakes
 - Maintenance:
 - PMCS
 - Prep to Fire Checks (**Should be conducted weekly**)
 - AACs (**Should be conducted monthly**)
 - Basic recovery techniques
 - Operator troubleshooting procedures
 - Communication:
 - Use FM and digital comms procedures
 - Use visual signaling techniques

Note: These tasks are continuously trained all year round during daily operations.

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Crew Skills Training

- Phase I Fire control training:
 - Switchology training (training to use all switches and controls in a rapid manner).
 - Prep-to-fire checks (checks from operators manual) MGS TM is not in final copy yet.
- Phase II Manipulation drills:
 - Gun laying exercises (trains the VC/Gnr in the fundamentals of weapon system manipulation; EAR).
 - Target designating exercises (Individual training by crew station with an evaluator).
 - Tracking and manipulation training (utilizing large boards designed to improved hand eye coordination and progresses to more advanced course).
 - Target hand off (individual VC/GNR progressing from target to target).
- These tasks are continuously trained throughout the year and are trained/supported in Embedded trainer as well as IDAGTS/AGTS.

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MGS Crew Gunnery Skills Test

- Crewmembers must successfully pass the CGST within six months before firing.
- Stations:
 - 1 AFVID *OPNET Entry Requirement*
 - 2 Ammo ID *OPNET Entry Requirement*
 - 3 M240 *OPNET Entry Requirement*
 - 4 M2 *OPNET Entry Requirement*
 - 5 Firing pin
 - 6 Auto-load
 - 7 Boresight
 - 8 Manual Loading
 - 9 Misfire procedures
 - 10 Gunner's station
 - 11 Digital Spotrep *OPNET Entry Requirement*

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Preliminary Gunnery Training

- Thermal mode training
 - Training use of vehicle thermal optics.
 - Can conduct using Embedded Trainer (ET)/AGTS.
 - Thermal AFVID
- Target acquisition training
 - Correct, rapid target acquisition and classification.
 - Can conduct using Embedded Trainer (ET)/AGTS.
- Range Estimation/Determination training
 - Use of vehicle optics and dismounted methods.

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Preliminary Gunnery Training

- Digital training
 - Crews will use the IDAGTS starting in Jan 07 until the MGS arrive.
 - Crews then will use the embedded trainer (ET) a minimum of two hours per week.
 - Gunners will be evaluated by VC/PSG.
 - VCs will be evaluated by PSG.
 - Crews should cross-train a minimum of two hours a month.

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MGS Combat Tables

- Semi annual qualification requirement
- Basic Combat Tables
 - CT I: Basic Gunnery Skills, (Individual)
 - CT II: Basic Gunnery Skills, (Crew/Individual)
 - CT III: Basic Training Course (Crew)
 - CT IV: Crew Proficiency Course (CPC) Gate CT
 - *Must qualify within 6 months of CT VIII.*
- Intermediate Combat Tables
 - CT V: Preliminary MGS Weapons Training
 - CT VI: Intermediate Main Gun Training
 - CT VII: Intermediate Training Course
 - CT VIII: Intermediate Qualification Course (Gate CT)
 - *Must qualify to fire CT X.*
 - *Must qualify within 6 months of CTC live fire.*
- Advanced Combat Tables
 - CT IX: Collective Training Course (Section/Platoon)
 - CT X: Collective Qualification Course (Platoon)

Note: All CTs may be fired dry, device-based, or both except CT VIII and CT X

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Basic Combat Tables

- Basic Combat Tables
 - CT I: Basic Gunnery Skills, (Individual)
 - CT II: Basic Gunnery Skills, (Crew/Individual)
 - CT III: Basic Training Course (Crew)
 - CT IV: Crew Proficiency Course (CPC) Gate CT
 - *Must qualify within 6 months of CT VIII.*
 - These may be fired Dry or device based.
 - Example Link

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CTI

TASK	CONDITIONS	STANDARDS	CREW DUTIES	EFFECT	GO/NO-GO
1. Negotiate a tracking board from a stationary MGS (gunner).	4 tracking board solutions. Use CMS, TIS, and auxiliary sight.	Track each board, in sequence, within 60 seconds.	SAT UNSAT		GO NO-GO
2. Negotiate a tracking board from a stationary MGS (VC).	4 tracking board solutions. Use CDU and CPV.	Track each board, in sequence, within 60 seconds.	SAT UNSAT		GO NO-GO
3a. Engage targets from a stationary MGS.	10 stationary targets. Use the CMS.	Hit 7 of 10 targets within 60 seconds.	SAT UNSAT	HIT _____ MISS _____	GO NO-GO
3b. Engage targets from a stationary MGS.	10 stationary targets. Use the auxiliary sight.	Hit 7 of 10 targets within 60 seconds.	SAT UNSAT	HIT _____ MISS _____	GO NO-GO
3c. Engage targets from a stationary MGS. (VC)	10 stationary targets. Use the CDU, manual controls.	Hit 7 of 10 targets within 60 seconds.	SAT UNSAT	HIT _____ MISS _____	GO NO-GO
3d. Engage targets from a stationary MGS.	10 stationary targets. Use the auxiliary sight, manual controls.	Hit 7 of 10 targets within 60 seconds.	SAT UNSAT	HIT _____ MISS _____	GO NO-GO
4a. Apply one-half target form correction from a stationary MGS.	1 stationary target. Use the CMS. (First round sensed as "over" or "short.")	Hit target within 6 seconds after first-round miss in elevation.	SAT UNSAT	HIT _____ MISS _____	GO NO-GO
4b. Apply one-half target form correction from a stationary MGS.	1 stationary target. Use the CMS. (First round sensed as "doubtful.")	Hit target within 8 seconds after first-round miss in deflection.	SAT UNSAT	HIT _____ MISS _____	GO NO-GO
5. Lay the main gun from the CDU. (VC)	10 targets presented individually. Use the commander's control handle (CCH).	Lay main gun within 10 seconds (each target evaluated separately).	SAT UNSAT	HIT _____ MISS _____	GO NO -GO
6. Select or conduct announced switches or functions from the gunner's station (switchology) (gunner).	10 switches and functions. Use the CMS.	Select and conduct announced switches and functions within 5 seconds.	SAT UNSAT		GO NO-GO
7. Select and conduct announced switches or functions from the VC's station.	10 switches and functions.	Select and conduct announced switches or functions within 5 seconds.	SAT UNSAT		GO NO-GO
8. Acquire and designate targets from the VC position.	10 targets (sector predetermined).	Acquire and designate each target within 7 seconds.	SAT UNSAT		GO NO-GO

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TASK	CONDITIONS	STANDARDS	CREW/DUTIES	EFFECT	GO/NO-GO
1. Engage target from stationary MGS.	1 stationary tank. Use CMS, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
2. Engage target from stationary MGS.	1 stationary tank. Use TIS, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
3. Engage target from stationary MGS.	1 stationary tank. Use AUX (announced range), stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
4. Engage target from stationary MGS.	1 set of troops. Use CMS/TIS, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
5. Engage target from stationary MGS.	1 moving PC. Use CMS, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
6. Engage target from stationary MGS.	1 moving tank. Use TIS, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
7. Engage target from stationary MGS.	1 moving helicopter. Use CMS/TIS, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
8. Engage target from stationary MGS.	1 moving PC. Use CMS/ TIS, stabilization off.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
9. Engage target from stationary MGS.	1 moving tank. Use AUX (announced range), stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
10. Engage target from stationary MGS.	1 moving PC. Use AUX (announced range), stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
11. Engage target from stationary MGS.	1 moving tank. Use AUX (announced range), manual mode.	Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
12. Engage target from stationary MGS.	1 moving PC. Use AUX (announced range), manual mode.	Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
13. Engage target from stationary MGS.	1 moving evasive tank. Use CMS/TIS, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
14. Engage target from stationary MGS.	1 moving PC. Use CDU, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
15. Engage target from stationary MGS.	1 moving tank. Use CDU, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
16. Engage target from stationary MGS.	1 stationary tank. Use CPV or CDU, stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
17. Engage target from stationary MGS.	1 moving PC. Use CPV or CDU stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
18. Engage target from stationary MGS.	1 stationary PC. Use CPV or CDU, stabilization off.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
19. Engage target from stationary MGS.	1 moving tank. Use CPV or CDU, stabilization off.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
20. Engage target from stationary MGS.	1 set of troops. Use CPV or CDU stabilization on.	Hit target within 6 seconds.	SAT UNSAT	HIT MISS	GO NO-GO

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TASK	CONDITIONS	CT IIIA	STANDARDS	CREW DUTIES	EFFECT	GO/ NO-GO
1. Engage target from a defensive firing position.	Move from turret-down to hull-down. 1 stationary PC, 900 to 1,000 meters. Use CMS.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
2. Engage target from a defensive firing position.	Move from turret-down to hull-down. 1 stationary tank, 900 to 1,000 meters. Use the AUX. CBRN environment.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
3. Engage target from a moving MGS.	1 stationary tank, 1,400 to 1,600 meters. Use TIS.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
4. Engage target from a moving MGS.	1 moving tank, 1,200 to 1,400 meters. Use CMS.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
5. Engage target from a defensive firing position.	1 stationary flank tank, 1,600 to 1,800 meters. ELRF failure (determine range using stadia reticle). Stabilization failure.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
6. Engage target from a defensive firing position.	1 stationary tank in defilade, 800 to 1,000 meters. Use CPV or CDU.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
7. Engage target from a moving MGS during a short halt.	1 stationary tank, 1,400 to 1,600 meters. Stabilization failure.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
8. Engage target from a defensive firing position.	1 stationary flank PC, 1,200 to 1,500 meters. Two-man crew. Stabilization failure. Use CDU.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
9. Engage target from a defensive firing position.	1 stationary PC, 800 to 1,200 meters. Two-man crew. ELRF failure. Use CPV or CDU.		Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
10. Engage multiple targets from a defensive firing position.	2 stationary tanks, 1,600 to 2,000 meters. Use CMS.		Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
11. Engage multiple targets from a defensive firing position.	1 stationary tank, 1,400 to 1,600 meters; 1 stationary flank tank, 1,300 to 1,500 meters. Use CPV or CDU. Two-man crew.		Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
12. Engage target from a defensive firing position.	1 moving helicopter, 1,400 to 1,600 meters. Use CMS.		Hit target within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
13. Engage multiple targets from a moving MGS.	1 set troops, 400 to 600 meters; 1 set of troops, 700 to 900 meters. Use CMS.		Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
14. Engage multiple targets from a defensive firing position.	1 moving tank, 1,400 to 1,600 meters; 1 stationary tank, 1,300 to 1,500 meters. Use CMS.		Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
15. Engage multiple targets from a moving MGS.	1 stationary tank, 900 to 1,100 meters; 1 moving tank, 1,600 to 1,800 meters. Use CDU. Two-man crew.		Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO

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CT IIB

TASK	CONDITIONS	STANDARDS	CREW DUTIES	EFFECT	GO/NO-GO
1. Engage multiple targets from a defensive firing position.	2 stationary PCs, 1,100 to 1,300 meters. Use TIS.	Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
2. Engage target from a moving MGS.	1 moving tank, 1,200 to 1,400 meters. Use TIS.	Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
3. Engage target from a moving MGS.	1 moving tank, 1,200 to 1,400 meters. Use CPV or CDU	Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
4. Engage target from a defensive firing position.	1 evasive tank, 900 to 1,100 meters. Use TIS.	Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
5. Engage target from a defensive firing position.	1 moving tank, 1,400 to 1,600 meters. Use TIS.	Hit target within 10 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
6. Engage multiple targets from a moving MGS.	2 stationary tanks, 900 to 1,100 meters. Use TIS. CBRN environment.	Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
7. Engage multiple targets from a moving MGS.	2 stationary tanks, 900 to 1,100 meters. Use TIS.	Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO
8. Engage multiple targets from a defensive firing position.	1 stationary tank, 1,400 to 1,600 meters; 1 moving tank, 900 to 1,100 meters. Use TIS.	Hit targets within 20 seconds.	SAT UNSAT	HIT MISS	GO NO-GO

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CT IV CPC

Task	Ammunition	Targets	Conditions
Task A1. Defense.	Dry/device-based	Stationary frontal PC, 700 to 900 meters, exposed for 60 seconds (gunner).	CMS, MGC, ELRF failure
Task A2. Defense.	Dry/device-based	Infantry squad, 100 to 300 meters, exposed for 50 seconds (gunner).	None
Task A3. Offense.	Dry/device-based	Moving technical truck, 500 to 700 meters, exposed for 50 seconds (VC).	CWS, short halt
Task A4S. Defense.	Dry/device-based	Stationary technical truck, 300 to 500 meters, exposed for 50 seconds (VC).	CWS
Task A5. Defense.	Dry/device-based	Wall (infantry passage), 500 to 700 meters, exposed for 50 seconds (gunner).	CBRN (hatches closed, protective mask on)
Task B1. Offense.	Dry/device-based	RPG team, 100 to 300 meters, exposed for 50 seconds (gunner).	None
Task B2. Offense.	Dry/device-based	Stationary frontal tank, 1,200 to 1,400 meters, exposed for 50 seconds (gunner).	CBRN (hatches closed, protective mask on)
Task B3. Defense.	Dry/device-based	Window (room clearing), 500 to 700 meters, exposed for 50 seconds (gunner).	None
Task B4S. Defense.	Dry/device-based	Sniper in 2d-story window, 100 to 300 meters, exposed for 50 seconds (VC).	GPCH failure
Task B5. Offense.	Dry/device-based	Bunker, 400 to 600 meters, exposed for 50 seconds (gunner).	None

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CTV

MGS Table V—Preliminary MGS Weapons Training				
TASK	AMMUNITION	TARGET 1	TARGET 2	CONDITIONS
Task A1. Defense	100 rounds Caliber .50	RPG team, 100 to 300 meters, exposed for 50 seconds (VC).	Stationary technical truck, 300 to 500 meters, exposed for 50 seconds (VC).	Coax expended
Task A2S. Offense	1 round SLAP-T	Window (room clearing), 500 to 700 meters, exposed for 50 seconds (gunner).		None
Task A3. Defense	1 round SLAP-T	Stationary frontal tank, 1,000 to 1,200 meters, exposed for 60 seconds (gunner).		CMS, MGC, ELRF failure
Task A4. Defense	100 rounds 7.62mm	RPG team, 300 to 500 meters, exposed for 50 seconds (gunner).	Sniper in window, 100 to 300 meters, exposed for 50 seconds (gunner).	CBRN (hatches closed, protective mask on)
Task A5. Offense	100 rounds Caliber .50	RPG team, 300 to 500 meters, exposed for 50 seconds (VC).	RPG team, 200 to 400 meters, exposed for 50 seconds (VC).	Coax expended, short halt
Task B1. Defense	50 rounds 7.62mm	Infantry squad, 100 to 300 meters, exposed for 50 seconds (VC).		GPCH failure
Task B2. Offense	50 rounds 7.62mm	Sniper in 2d-story window, 100 to 300 meters, exposed for 50 seconds (gunner).		None
Task B3S. Defense	4 rounds SLAP-T	Wall (infantry passage), 500 to 700 meters, exposed for 50 seconds (gunner).		None
Task B4. Defense	4 rounds SLAP-T	Bunker, 400 to 600 meters, exposed for 50 seconds (gunner).	Bunker, 600 to 800 meters, exposed for 50 seconds (gunner).	CBRN (hatches closed, protective mask on)
Task B5. Offense	100 rounds 7.62mm	Infantry squad, 200 to 400 meters, exposed for 50 seconds (gunner).	Stationary technical truck 500 to 700 meters, exposed for 50 seconds (gunner).	None

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Intermediate Gunnery

- CT V: Preliminary MGS Weapons Training
- CT VI: Intermediate Main Gun Training
- CT VII: Intermediate Training Course
- CT VIII: Intermediate Qualification Course (Gate CT)
 - *Must qualify to fire CT X.*
 - *Must qualify within 6 months of CTC live fire.*
- These tables may be fired dry or device based except CT VIII.
- Example Link

CT VI

TASK	AMMUNITION	TARGET 1	TARGET 2	CONDITIONS
Task A1S. Offense	100 rounds 7.62-mm	RPG team, 100 to 300 meters, exposed for 50 seconds (gunner).	Moving technical truck, 300 to 500 meters, exposed for 50 seconds (gunner).	None
Task A2. Defense	1 round HEP-TP-T	Wall (infantry passage), 400 to 600 meters, exposed for 50 seconds (VC).		GPCH failure
Task A3. Defense	3 rounds HEAT-TP-T	Stationary frontal PC, 900 to 1,100 meters, exposed for 60 seconds (gunner).	Moving flank PC, 800 to 1,000 meters, exposed for 60 seconds (gunner).	CMS, MGC, ELRF failure
Task A4. Offense	100 rounds caliber .50	RPG team, 200 to 400 meters, exposed for 50 seconds (VC).	Moving technical truck, 500 to 700 meters, exposed for 50 seconds (10-second delay) (VC).	Coax expended, short halt
Task A5. Defense	1 Canister round 75 rounds 7.62-mm	10-man infantry squad, 100 to 300 meters, exposed for 50 seconds (gunner).	Stationary technical truck, 700 to 900 meters, exposed for 50 seconds (10-second delay) (gunner).	CBRN (hatches closed, protective mask on)
Task B1S. Offense	100 rounds 7.62mm	RPG team, 200 to 400 meters, exposed for 50 seconds (gunner).	Sniper in 2d-story window, 200 to 400 meters, exposed 50 seconds (gunner).	None
Task B2. Offense	1 Canister round 25 rounds 7.62mm	10-man infantry squad, 100 to 300 meters, exposed for 50 seconds (gunner).		None
Task B3. Offense	1 round HEAT-TP-T 50 rounds 7.62mm	Moving flank PC, 500 to 700 meters, exposed for 50 seconds (gunner).	RPG team, 500 to 700 meters, exposed for 50 seconds (gunner).	None
Task B4. Defense	2 rounds HEAT-TP-T	Bunker, 500 to 700 meters, exposed for 50 seconds (gunner).	Bunker, 700 to 900 meters, exposed for 50 seconds (gunner).	CBRN (hatches closed, protective mask on)
Task B5. Defense	1 round TPDS-T	Stationary frontal tank, 1,400 to 1,600 meters, exposed for 50 seconds (gunner).		None

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CT VII

TASK	AMMUNITION	TARGET 1	TARGET 2	TARGET 2	CONDITIONS
Task A1. Defense	1 canister round 25 rds 7.62mm 1 rd HEAT-TP-T	10-man Infantry squad, 100 to 300 meters, exposed for 50 seconds (gunner).	Bunker, 400 to 600 meters, exposed for 50 seconds (gunner).		None
Task A2. Defense	2 rds HEP-TP-T 50 rds 7.62mm	Wall (infantry passage), 300 to 500 meters, exposed for 60 seconds (gunner).	RPG team, 500 to 700 meters, exposed for 60 seconds (gunner).		CMS, MGC, ELRF failure
Task A3. Defense	1 canister round 1 rd HEP-TP-T 75 rds 7.62mm	10-man Infantry squad, 100 to 300 meters, exposed for 50 seconds (gunner).	Sniper in 2d-story window, 200 to 400 meters, exposed for 50 seconds (gunner).	Window (room clearing), 500 to 700 meters, exposed for 75 seconds (gunner).	CBRN (hatches closed, protective mask on)
Task A4S. Offense	1 rd TPDS-T 100 rds 7.62mm	Moving flank tank, 1,200 to 1,400 meters, exposed for 50 seconds (gunner).	Stationary technical truck, 500 to 700 meters, exposed for 75 seconds (gunner).	RPG team, 300 to 500 meters, exposed for 60 seconds (15-second delay) (gunner).	None
Task A5. Offense	100 rds caliber .50	RPG team, 100 to 300 meters, exposed for 60 seconds (VC).	RPG team, 300 to 500 meters, exposed for 60 seconds (VC).		Coax expended, short halt
Task B1S. Defense	2 rds HEAT-TP-T	Stationary frontal PC, 900 to 1,100 meters, exposed for 50 seconds (gunner).	Moving flank PC, 1,400 to 1,600 meters, exposed for 50 seconds (gunner).		None
Task B2. Offense	1 rd HEAT-TP-T 50 rds 7.62mm	Moving flank PC, 900 to 1,100 meters, exposed for 50 seconds (gunner).	RPG team, 700 to 900 meters, exposed for 50 seconds (gunner).		CBRN (hatches closed, protective mask on)
Task B3. Offense	2 rds HEAT-TP-T 50 rds 7.62mm	Bunker, 400 to 600 meters, exposed for 50 seconds (gunner).	RPG team, 700 to 900 meters, exposed for 75 seconds (gunner).	Bunker, 600 to 800 meters, exposed for 60 seconds (15-second delay) (gunner).	None
Task B4. Offense	1 rd TPDS-T 50 rds 7.62mm	Stationary frontal tank, 1,400 to 1,600 meters, exposed for 50 seconds (gunner).	Moving technical truck, 700 to 900 meters, exposed for 50 seconds (gunner).		None
Task B5. Defense	1 canister round 75 rds 7.62mm	10-man Infantry squad, 100 to 300 meters, exposed for 50 seconds (VC).	Moving technical truck, 300 to 500 meters, exposed for 50 seconds (10-second delay) (VC).		GPCH failure

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CT VIII

TASK	AMMUNITION	TARGET 1	TARGET 2	TARGET 3	CONDITIONS
Task A1. Defense	2 rds HEP-TP-T 50 rds 7.62mm	Window (room clearing), 400 to 600 meters, exposed for 60 seconds (gunner).	RPG team, 100 to 300 meters, exposed for 60 seconds (gunner).		CMS, MGC, ELRF failure
Task A2S. Offense	1 canister round 75 rds 7.62mm	10-man Infantry squad, 100 to 300 meters, exposed for 50 seconds (gunner).	Moving technical truck, 500 to 700 meters, exposed for 50 seconds (gunner).		None
Task A3. Defense	1 rd HEAT-TP-T 100 rds 7.62mm	RPG team, 100 to 300 meters, exposed for 75 seconds (gunner).	Bunker, 400 to 600 meters, exposed for 50 seconds (gunner).	Moving technical truck, 700 to 900 meters, exposed for 50 seconds (15-second delay) (gunner).	CBRN (hatches closed, protective mask on)
Task A4. Defense	75 rds caliber .50 50 rds 7.62mm	RPG team, 500 to 700 meters, exposed for 50 seconds (gunner).	Stationary frontal truck, 800 to 1,000 meters, exposed for 50 seconds (VC).		Main gun weapon status tight
Task A5. Offense	3 rds TPDS-T 50 rds 7.62mm	Stationary frontal tank, 1,400 to 1,600 meters, exposed for 50 seconds (gunner).	RPG team, 500 to 700 meters, exposed for 75 seconds (gunner).	Moving flank tank, 1,000 to 1,200 meters, exposed for 50 seconds (15-second delay) (gunner).	None
Task B1. Offense	2 rds HEAT-TP-T 50 rds 7.62mm	Stationary frontal PC, 1,200 to 1,400 meters, exposed for 50 seconds (gunner).	RPG team, 700 to 900 meters, exposed for 50 seconds (gunner).		None
Task B2. Offense	1 rd HEP-TP-T 50 rds 7.62mm	Window (room clearing), 600 to 800 meters, exposed for 50 seconds (VC).	RPG team, 300 to 500 meters, exposed for 50 seconds (VC).		GPCH failure, short halt
Task B3. Defense	1 canister round 2 rds HEAT-TP-T 75 rds 7.62mm	10-man Infantry squad, 100 to 300 meters, exposed for 50 seconds (gunner).	Bunker, 600 to 800 meters, exposed for 75 seconds (gunner).	Moving technical truck, 500 to 700 meters, exposed for 50 seconds (15-second delay) (gunner).	None
Task B4S. Offense	2 rds HEP-TP-T 50 rds 7.62mm	Wall (infantry passage), 300 to 500 meters, exposed for 50 seconds (gunner).	Sniper in 2d-story window, 100 to 300 meters, exposed for 50 seconds (gunner).		Short halt
Task B5. Defense	1 rd HEAT-TP-T	10-man Infantry squad,	Bunker, 200 to 400 meters,		CBRN (hatches closed,

Advanced Gunnery

- Advanced Combat Tables
 - CT IX: Collective Training Course
(Section/Platoon)
 - CT X: Collective Qualification Course
(Platoon)
 - CT IX may be dry or device fired.

MGS CT IX

- Table IX is used to train the section and platoon in direct fire control, distribution, platoon maneuver, and command and control within a realistic COE-based tactical scenario.
 - Day and night phase and is the preparatory table for Table X.
 - Designed to challenge the platoon leader's command and control capabilities.
 - Tests the platoon's ability to engage moving and stationary ground targets with all MGS-mounted weapon systems.
 - Scenarios must also include friendly and noncombatant targetry presentations.
 - The primary means of conducting this gunnery table is with the caliber .50 inbore device.

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MGS CT X

- Table X is the platoon qualification course.
 - Used to test the platoon in direct fire control, distribution, platoon maneuver, and command and control within a realistic COE-based tactical scenario.
 - Designed to challenge the platoon leader's command and control capabilities and ability integrate fire and maneuver both during the day and at night.
 - Scenarios must also include friendly and noncombatant targetry presentations.
 - Full-caliber live-fire table.
 - The platoon must qualify on Table IX prior to executing Table X.

MGS CALFEX

- The CALFEX is the culmination of weapon systems training at the company-team level. It is used to train units to perform primary combat missions in a realistic, live-fire environment.
- A CALFEX is a costly, resource-intensive exercise in which combined-arms teams, or task forces, maneuver and employ organic and supporting weapon systems.
 - It is the most realistic measure of combined-arms combat readiness and should be an integral part of every unit's training program.
 - Commanders must be aware of the limitations of the CALFEX, particularly in regard to flank maneuvering, and firing on live-fire ranges.
 - Available terrain will rarely support this type of maneuver. Commanders should use live-fire exercises to train certain aspects of combat readiness, such as distribution, coordination, and synchronization of direct and indirect fires.
 - Commands should try to link multiple digital multipurpose range complexes (DMPRC) for maximum training value whenever possible.